My code renders the image with flat shading, scales and translates it to fit the screen, and allows the user to rotate (not perfectly) and translate the scene. In short, all of stage 1, 2 and 3.

When rotating the objects will make a circular motion instead of rotating on the spot despite translating what I think is the middle of scene to the origin before rotating and translating back afterwards.

I used the prebuilt tests, some tests of my own and used the debugger to find out what was wrong in the first place. I also stepped through the code with the debugger and compared it with the sudo-code.

I attempted to do better shading but gave up when I had less than an hour and realised I needed to access adjacent polygons to get interpolated colours or normal.